

TRAINER'S GUIDE TO SUCCESSFUL MARKSMANSHIP TRAINING

B-1. TRAINING STRATEGY: Training strategy is the overall concept for integrating resources into a program to train individual and collective skills needed to perform a unit's wartime mission. The following guide is intended to assist unit trainers in planning and implementing a training strategy tailored to the unit's needs. This guide divides the marksmanship training program into five (5) different phases with recommendations on how to conduct them.

- * Zero the Weapon
- * Conduct Field Fire
- * Conduct Qualification Fire
- * Conduct Night Fire
- * Conduct NBC Qualification

It is highly recommended that units not attempt to conduct all five (5) phases on one drill weekend! Past experience indicates that a unit can quickly become task-saturated and the quality of training deteriorates. Conducting the weapons zero, field fire, and qualification are recommended for one drill weekend. Conducting night fire and NBC fire can be accomplished during annual training or on make up training.

B-2. CONDUCT OF THE ZERO RANGE:

a. Checklist

- ___ Schedule 25 meter (10 meter for machine gun) range through RCSB and Range Scheduling 90 days in advance.
- ___ Check two weeks out at Range Control to verify schedule and finalize any conflicts.
- ___ Recon range two days prior to training.
- ___ Assign duties and organize cadre for range.
- ___ Ensure that the OIC and Safety Officer have current Fort McCoy Range Safety Briefing.
- ___ Go to Range Control and sign for range. The unit will supply staplers to secure targets and all other equipment.
- ___ Inspect range and ensure all equipment is in working order.

b. Concept of zeroing the M16A1-A2 rifle: Simply put, the purpose of zeroing a rifle is to align the sight with the rifle barrel. When this is done correctly the point of aim and the point of bullet impact are at a standard battlesight zero:

- * 250 meters - M16A1
- * 300 meters - M16A2

There is no correlation between the zero on one weapon and the zero for another weapon. When a weapon is zeroed correctly for one soldier it will be very close to the zero for another soldier. With a few subtle factors it makes little difference whose eye is looking through the sight.

c. To Battlesight Zero the M16-A1/A-2

(1) Set the sights to mechanical zero.

(a) M16-A1

(1) Flip the rear sight so that you can see the (L).

(2) Turn the rear sight windage drum until it moves all the way to the left side and locks. Then, turn the windage drum back (right) 17 clicks so that the rear sight is approximately centered.

(3) Adjust the front sight post up or down until the base of the front sight is flush with the well. Then adjust the front sight post 11 clicks in the direction of UP.

(b) M16-A2

(1) Rotate the front sight post up or down until the base is flush with the well.

(2) Turn the windage knob on the rear sight aperture until it is aligned with the line in the center.

(3) Then rotate the elevation knob all the way counterclockwise until it stops. Then rotate it one click clockwise forward of the 8/3 mark.

(2) The soldier will then fire one (1), 3 round shot group. After all weapons have been cleared, the soldiers will go down range to observe their target. If the shot group is on the paper target no changes are made. The soldier will; triangulate the shot group and label it number one (1). The soldier will then fire another three (3) round shot group. Again, after all weapons have been cleared, the soldier will move down range and triangulate the 2nd group and label it number two (2). If the two shot groups are in the same relative area and within a 4cm circle, the soldier along with the instructor/trainer will determine sight changes needed. The soldier will then continue to fire three round shot groups until he/she can place 5 out of 6 bullets within a 4cm circle on the paper target. When the instructor/trainer has determined that the soldier has achieved the best possible zero, the soldier is removed from the firing line. The rear sight aperture (M16A1) is then rotated so that the (L) is not seen. The weapon will have a battlesight zero for 250 meters. For the M16A2, the elevation knob is moved back one click to line up on the 8/3 mark. That weapon now has a battlesight zero for 300 meters.

B-3. CONDUCT OF THE RIFLE FIELD FIRE RANGE: Rifle field fire will normally be conducted on Range 32. This range is computerized and has 16 firing points. These ranges have 3 targets in each lane at distances of 75 meters, 175 meters and 300 meters. When a bullet strikes a target, the vibration activates a mechanism that causes the target to fall, simulating a kill. Range Control will provide a tower operator for this range. The OIC will coordinate with the tower operator for specifics about running the range. The soldier will fire two 20-round magazines. One from the foxhole supported position and one from the prone unsupported. It is highly recommended that if

a soldier scores less than 23 hits, that soldier should not be sent to the qualification range, but instead be given remedial training and refire on the field fire range until he/she can achieve at least 23 hits.

B-4. CONDUCT OF THE RECORD FIRE RANGE:

a. Rifle record fire will normally be fired on Range 32 or Range 101. These ranges are computerized and have 16 firing points. Range Control will provide tower operators for these ranges. The OIC will coordinate with the tower operator for specifics about running the range. Soldiers are required to detect and engage targets at distances ranging from 50 meters to 300 meters. Soldiers will fire two twenty round magazines. The 1st will be fired from the foxhole supported position. The 2nd will be fired from the prone unsupported position. The following standards apply:

| <u>RATING</u> | <u>STANDARD</u> |
|---------------|-----------------|
| EXPERT | 36-40 |
| SHARPSHOOTER | 30-35 |
| MARKSMAN | 23-29 |
| UNQUALIFIED | 22-BELOW |

b. Pistol record fire will normally take place on Range 1. This range is computerized and has 15 firing points. Range Control will provide tower operators for these ranges. The OIC will coordinate with the tower operator for specifics about running the range. The following standards apply:

| <u>RATING</u> | <u>STANDARD</u> | <u>#HITS(TIMES 10)</u> |
|---------------|-----------------|------------------------|
| EXPERT | 260-300 | 26-30 |
| SHARPSHOOTER | 210-250 | 21-25 |
| MARKSMAN | 160-200 | 16-20 |
| UNQUALIFIED | 150 AND BELOW | 15 AND BELOW |

c. To take advantage of available daylight commanders should consider consuming the evening meal at these ranges. Mess areas are available at both sites.

B-5. CONDUCT OF ALTERNATE QUALIFICATION COURSE: Units unable to utilize a computerized qualification range may desire to fire the alternate course qualification. For information on running the rifle alternate course "C" range refer to FM 23-9, pages G48-G53. For information on running the pistol alternate course refer to FM 23-35, pages B1-B8.

B-6. CONDUCT OF NIGHT FIRE:

a. Night fire can be conducted on numerous ranges at Fort McCoy, but ideally rifle night fire should be conducted on Range 32 or Range 101. These ranges are computerized and a tower operator is provided by Range Control.

b. Trainers should consider the impact of limited visibility on the soldier's ability to properly apply the fundamentals of marksmanship and combat firing skills. These include, but are not limited to, operation and maintenance of the weapon, immediate action, target detection and marksmanship fundamentals. Trainers should also keep in mind the Principles of Night Vision to include dark adaptation. Soldiers remaining in a completely darkened environment for 30 minutes will optimize their night vision.

c. For rifle night fire, soldiers will fire two 15 round magazines. Magazines should be loaded with 5 rounds of ball ammunition and 10 rounds of tracer ammunition. The soldier will fire the 1st magazine from the prone

unsupported position at a "F" type (half scale silhouette at a range of 25 meters. Soldiers will receive fifteen 10 second exposures. The soldier will fire the 2nd magazine at an "E" type (full scale) silhouette at a range of 50 meters. Again, the soldier will receive fifteen 10 second exposures. The soldiers must hit 7 targets to meet the minimum performance standards. The results are annotated on the soldier's record fire score card.

d. For pistol night fire refer to FM 23-35 pages B1-B8.

B-7. CONDUCT OF NBC FIRING:

a. Most units will fire the basic 25 meter proficiency course. This can be conducted on any range that has a 25 meter firing line.

b. Soldiers will fire this course while wearing gloves and protective mask with hood.

(1) For rifle fire soldiers will receive two 10 round magazines. Soldiers will engage 10 "F" type (half scale) silhouettes with time exposures of 3-5 seconds from the foxhole supported position. They will then engage 10 more "F" type (half scale) silhouettes with 3-5 second exposures from the prone unsupported position. Soldiers must hit 11 out of 20 exposures to meet the minimum requirement.

(2) For pistol night fire refer to FM 23-35, pages B1-B8.

c. Prior to soldiers firing, trainers should review and demonstrate the proper way to cant the weapon in order to achieve a good sight picture.

d. Soldiers without inserts for mask should not fire NBC fire.

Annexes

- 1 - Personnel and Duties
- 2 - Range Operations Checklist
- 3 - Rifle Range Safety Briefing
- 4 - 25 Meter Rifle Zero Tower Commands
- 5 - Rifle Night Fire Tower Commands
- 6 - Rifle NBC Fire Tower Commands
- 7 - Pistol Alternate Qualification Course, NBC Fire and Night Fire Tower Commands
- 8 - Ammunition Requirements

Annex 1

PERSONNEL AND DUTIES

To provide both a safe and efficient range operation and effective instruction, the following is an example of personnel and duties that may be required.

OIC (E6 or above) - Responsible for the overall operation of the range before, during and after live firing.

Range Safety Officer (E6 or above) - Responsible for the safe operation of the range to include conducting a safety briefing before firing begins. He insures that a brass and ammunition check is made prior to a soldier departing the range. He ensures that all personnel comply with safety regulations and procedures prescribed of a live fire range. He should ensure that left-handed firers utilize brass deflectors if applicable. This officer should not be assigned other duties.

NCOIC - He assists the OIC and Safety Officer as required i.e. by supervising enlisted personnel who are supporting the live fire exercise.

Ammunition Detail - This detail is composed of one or more ammunition handlers whose responsibilities are to break down, issue, receive, account for and safeguard live ammunition. The detail also collects expended ammunition casings and other residue.

Unit Armorer - He repairs the rifles to include replacing parts as required.

Assistant Safety Officer - One assistant safety officer is assigned for each one to ten firing points. Each assistant safety officer ensures that all firers observe safety regulations and procedures and assists firers having problems.

Combat Lifesaver - Provide medical support to unit and stabilizes soldiers until arrival of Fort McCoy EMTs.

Tower Operator - He raises and lowers targets, times exposures, and give the fire commands.

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RANGE OPERATIONS CHECKLIST

2-1. Mission Analysis

- a. Who will be firing on the range? Number of personnel? Units?
- b. What weapons and course will be used?
- c. Where will the training be conducted?
- d. When is the range scheduled for operations?

2-2. Double Check

- a. Has sufficient ammunition been requested for the number of personnel?
- b. Are range facilities adequate for the type of training to be conducted?
- c. Has enough time been scheduled to complete training?
- d. Have conflicts that surfaced been resolved?

2-3. Become an Expert

- a. Review TMs and FMs on the weapons to be fired.
- b. Talk with the armorers and other personnel experienced with the weapons to be fired.
- c. Review AR 385-63, Policies and Procedures for Firing Ammunition for Training, Target Practice and Combat.
- d. Visit Range Control and read installation range instructions.
- e. View safety films and obtain Range Safety Certification.
- f. Reconnoiter the range.
- g. Check to see if training tasks can be integrated into the range training plan.

2-4. Determine Requirements

- a. Personnel
 - (1) OIC
 - (2) Safety Officer
 - (3) Assistant Safety Officer (As per required number for weapon system)
 - (4) NCOIC
 - (5) Ammunition NCO
 - (6) Ammunition personnel (determined by type of range)

- (7) Target detail
- (8) Tower operator
- (9) Concurrent training instructors
- (10) Assistant instructors
- (11) RATELO
- (12) Guards (as per range requirements)
- (13) Combat lifesaver
- (14) Air guard
- (15) Armorer
- (16) Truck driver (range personnel and equipment)
- (17) Mechanic for vehicles
- (18) Have you over-staffed your range?

b. Equipment

- (1) Range packet and clearance form (picked up at Range Control)
- (2) Safety fan and diagram if applicable
- (3) Other safety equipment if applicable (aiming circle, compass)
- (4) Appropriate publications pertaining to the training that will be conducted
- (5) Lesson plans, status reports and reporting folder
- (6) Range light for night fire
- (7) Radios
- (8) Field telephone and wire
- (9) 292 if necessary
- (10) PA set with backup bullhorn
- (11) Concurrent training markers
- (12) Training aids for concurrent training stations
- (13) Tentage (briefing tent, warm-up tent)
- (14) Space heaters if needed
- (15) Equipment to mark range cadre
- (16) Safety paddles and vehicle flag sets

- (17) Lights for night fire ranges
- (18) Earplugs
- (19) Water for drinking and cleaning
- (20) Scorecards
- (21) Master score sheet
- (22) Armorer's tools and cleaning equipment for weapons
- (23) Brooms, shovels, and other cleaning supplies and equipment
- (24) Tables and chairs, if needed
- (25) Target accessories (Staple gun etc.)
- (26) Fire extinguishers
- (27) Tarp, stakes, and ropes to cover ammunition
- (28) Toilet Paper
- (29) Spare weapons and repair parts as needed
- (30) Tow bar and slave cables for vehicles
- (31) Targets

c. Determine Available Resources

- (1) Fill personnel spaces
- (2) Keep unit integrity
- (3) Utilize NCOs
- (4) Effect coordination with supporting organizations:
 - Ammunition
 - Transportation
 - Training Aids
 - Medics
 - Weapons
 - Other Equipment

2-5. Foolproofing

- (a) Write an overall lesson plan for the range
- (b) Organize a plan for firing
 - Determine range organization
 - Outline courses of fire to be used
 - Have fire commands typed for use on range
 - Set rotation schedules
- (c) Rehearse concurrent training instructors and assistants

- (d) Brief RATELO on range control operating procedures
- (e) Collect equipment for use on range
- (f) Obtain training aids

2-6. Occupying the range and conducting training

- (a) Request permission to occupy the range
- (b) Establish two means of communications
- (c) Designate specific areas;
 - Parking (No POVs)
 - Ammunition point
 - Medical station
 - Water point
 - Concurrent training
 - Mess
- (d) Inspect range for operational condition
- (e) Raise range flag when occupying
- (f) Check ammunition to ensure it is correct type and quantity
- (g) Ensure that range cadre are in proper uniform and equipment is in position
- (h) Receive firing units
- (i) Conduct safety briefing
- (j) Organize personnel into firing orders
- (k) Request wet status from range control

2-7. Conduct of firing

- (a) Maintain communications with range control
- (b) Commands from tower clear and concise
- (c) Range areas policed
- (d) Ammunition accountability maintained
- (e) Master score sheet updated
- (f) Personnel accountability maintained
- (g) Vehicles combat parked in proper areas
- (h) Air guard on duty and alert
- (i) Personnel in proper uniform
- (j) Earplugs in use

- (k) Troops responding properly to commands
- (l) On-the-spot corrections being made when troops use poor techniques or fail to hit the target as applicable.
- (m) Conservation of ammunition being enforced
- (n) Weapons being cleared and rodded prior to leaving the firing line
- (o) Personnel being checked for brass and ammunition prior to leaving the range

2-8. Closing of range

- (a) Request dry time from range control
- (b) Report total number by type of rounds fired and total troops trained.
- (c) Police and drag range (complete inspection sheet in range book).
- (d) Call range control for inspector.
- (e) Turn in all equipment and clear hand receipts.

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Annex 3

RIFLE RANGE SAFETY BRIEFING

The two red and white candy-striped poles, located on the far right and far left (point to them) are the range left and right limits. Firers never fire or point their rifles outside the limits of these poles.

When not on the firing line, the selector lever is on SAFE, the bolt is locked to the rear and the dust cover is open. (Demonstrate)

Firers will always enter and exit the firing line at the base of the tower.

Before occupying the firing positions, inspect the positions for harmful animals and insects.

Firers will always point the muzzle of the rifle down range whenever on the firing line. The firing finger is not placed within the trigger housing area. (Demonstrate)

Smoke only in designated smoking areas.

You will not eat or drink on the firing line unless the tower operator permits you to drink from your canteen,

Never touch your weapon while personnel are downrange or in front of the firing line.

Load the weapon only on the command from the tower.

Never fire without wearing hearing protection.

Before leaving the firing line the weapon must be rodded by the Range Safety Officer.

Consider the weapon loaded at all times, even in the break area. Never point the weapon at anyone.

Left-handed firers will fire the M16A1 with the left-handed brass deflector attached to the rifle.

Anyone observing an unsafe act will immediately call CEASE-FIRE, place his weapon on safe, place it in the V-notch stake and then give the vocal alarm and visual signal for cease-fire.

Once cleared off the firing line, firers will immediately report to the ammunition point and turn in all ammunition and expended brass.

No one will leave the range until they have been inspected for ammunition and brass.

NOTE: When an electrical storm occurs, the Safety Officer will direct the tower operator to prepare to disperse soldiers. At that time, the tower will give the command to lock and clear all weapons and ground equipment except for wet weather gear. The tower operator will then direct soldiers to a safe area. Are there any questions?

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25 METER RIFLE ZERO TOWER COMMANDS

Firers stand behind your positions and place your weapons in the V-notched stake.

Firers adjust your sand bags and, taking your weapon from the V-notched stake, assume a good prone supported position. Practice sighting on the (indicate which target i.e. lower left target.)

Is there anyone down range? (Repeat three times.) The firing line is no longer clear.

Firers lock and load one three round magazine.

Is the firing line ready?

Ready on the right? Ready on the left?

Firers move your selector switch to semi and commence firing.

(After firing is completed) Cease Fire, Cease Fire, Cease Fire

Firers place your weapon on safe, remove the magazine, lock the bolt to the rear, visually check the chamber and place the weapon in the V-notched stake. After you have completed this the AI will check your weapon and you may stand up.

Clear on the right? Clear on the left? The firing line is clear.

Firers, staying on line, move down range and mark your shot group and face the tower when you are done.

Firers, staying on line, move back to your firing position. DO NOT TOUCH YOUR WEAPON UNTIL TOLD TO DO SO BY THE TOWER.

(After all firers are up from down range) Firers make your sight adjustments.

(After the above is completed) Firers who are zeroed pick up your weapon and keeping it pointed up and down range proceed to the base of the tower where it will be rodded.

REPEAT THE COMMANDS UNTIL ALL SOLDIERS ARE ZEROED!

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RIFLE NIGHT FIRE TOWER COMMANDS

Firers once your weapon has been rodded move up to the firing line.

Execute a left or right face in the center of the firing line and move out to your assigned point keeping the weapon up and down range at all times.

Once you reach your assigned point ground your weapon in the V-notched stake and lower yourself down into a good prone unsupported firing position.

Safeties, once all your personnel are in position, turn your red light off.

Safety Officer, once all your red lights are off, you should turn on your green light.

The firing line is ready.

Is there anyone down range? (Repeat three times)

Firers, reach over and secure your weapon keeping the weapon up and down range.

Secure your 1st 15 round magazine. Lock and load.

Ready on the right? Ready on the left?*

Firers rotate your selector switch from safe to semi and prepare to defend your position.

(After firing is completed) Cease Fire, Cease Fire, Cease Fire.

Firers Lock and load your 2nd 15 round magazine.

Ready on the right? ready on the left?*

(After firing is complete) Cease Fire, Cease Fire, Cease Fire.

Firers place the weapon on safe, remove the magazine, lock the bolt to the rear, visually inspect the chamber and place the weapon in the V-notched stake. After you have completed this the safety will check your weapon and you may stand up.

Safeties, turn on your red flashlight and check your points by inserting the coned flashlight into the magazine well to verify that the weapon is clear.

**Safeties, once all your personnel are clear turn your red light off. Safety officer once all red lights are off put your green light on.

Clear on the right? Clear on the Left?

Firers secure your weapons and two magazines. Execute a left or right face and move to the center of the firing line, keeping your weapon up and down range, to have your weapons rodded.

* (Safeties will turn on their red light only if not ready)

** (Safeties will keep lights on if not clear)

Annex 6

RIFLE NBC FIRE TOWER COMMANDS

Firers, once your weapon has been rodded execute a left or right face at the center of the range and move out to your assigned point keeping your weapon up and down range.

When you reach your assigned point ground your weapon in the V-notched stake, get into the foxhole and make any adjustments to your sand bags.

Is there anyone down range? (Repeat three times)

Ready on the right? Ready on the left?

Firers only GAS! GAS! GAS!

(Give firers time to mask and replace helmet)

Firers reach over and secure your weapon keeping the weapon up and down range assume a good foxhole supported firing position.

Lock and load your 1st 10 round magazine.

Ready on the right? Ready on the left? The firing line is ready.

Firers rotate your selector switch from safe to semi and prepare to defend your position.

(After firing has been completed) Cease Fire, Cease Fire, Cease Fire

Firers place the weapon on safe, remove the magazine, lock the bolt to the rear and visually inspect the chamber. After you have completed this place your weapon in the V-notched stake and wait to be cleared by the safety.

Clear on the right? Clear on the left? The firing line is clear.

Firers exit the foxhole to the rear and stand behind your weapon. While doing so reach over and secure your 2nd 10 round magazine.

Firers reach down and secure your weapon.

Keeping the weapon up and down range move to the (left or right depending on range) side of the foxhole and assume a good prone unsupported firing position.

Lock and load your 2nd 10 round magazine.

Ready on the right? ready on the Left? the firing line is ready.

Firers rotate your selector switch from safe to semi and prepare to defend your position.

(After firing is completed) Cease Fire, Cease Fire, Cease Fire.

Firers place the weapon on safe, remove the magazine, lock the bolt to the rear, visually inspect the chamber and wait to be cleared by the safety.

Clear on the right? Clear on the left? The firing line is clear.

ALL CLEAR (Firers may unmask)

Firers secure your weapons and magazines. Keeping the weapon up and down range execute a left or right face, move to the center of the range and have your weapon rodded off the range.

Annex 7
PISTOL ALTERNATE QUALIFICATION COURSE,
NBC FIRE AND NIGHT FIRE TOWER COMMANDS

ALTERNATE QUALIFICATION COURSE: (Conducted with E-type silhouette with rings)

Firers move to the base of the tower and have your weapon rodded. After rodding execute a left or right face and proceed to your numbered stake, keeping your weapon up and down range.

Is there anyone down range? (Repeat three times.)

Secure your 7 round magazine.

Table one, standing position, seven rounds. You will have 21 seconds to engage your targets.

Lock and Load*.

Is the line ready on the left? The right? The firing line is ready.

Firers, commence firing.

Cease Fire, Cease Fire, Cease Fire (After 21 seconds)

Are there any alibis? (Give alibis 8 seconds for each round not fired)

Unload and clear your weapon.

Is the firing line clear left? Clear right? The firing line is clear.

Firers, place your weapon down, slides locked to the rear and proceed downrange with your scorer and check your target. Once you have finished face the tower.

Firers and scorers move back up range. Do not touch your weapon until told to do so by the tower.

Firers secure your weapon and two magazines, one with 6 rounds and one with 7 rounds.

Table two, kneeling position with magazine change. You will have 45 seconds to engage your targets.

Lock and load* one six round magazine. Load your seven round magazine without command.

Is the firing line ready on the left? The right? The firing line is ready.

Firers, commence firing.

Cease Fire, Cease Fire, Cease Fire (After 45 seconds)

Are there any alibis? (Allow 8 seconds for each round not fired.)

Unload and clear all weapons.

Is the firing line clear on the left? On the right? The firing line is clear.

Firers, place your weapon down, slides locked to the rear and proceed downrange with your scorer and check your target. Once you have finished face the tower.

Firers and scorers move back up range. Do not touch your weapon until told to do so by the tower.

Firers secure your weapon and two 5 round magazines.

Table four, crouch position with magazine change. You will have 35 seconds to engage your targets.

Lock and load* one five round magazine. Load your second five round magazine without command.

Is the firing line ready on the left? The right? The firing line is ready.

Firers, commence firing.

Cease Fire, Cease Fire, Cease Fire (After 35 seconds)

Are there any alibis? (Allow 8 seconds for each round not fired.)

Unload and clear all weapons.

Is the firing line clear on the left? On the right? The firing line is clear.

Firers, place your weapon down, slides locked to the rear and proceed downrange with your scorer and check your target. Once you have finished face the tower.

Firers and scorers move back up range. Do not touch your weapon until told to do so by the tower.

Firers police up your brass and move to the base of the tower to have your weapon rodded.

*NOTE: When using the 9MM pistol, the first round is fired in the double-action mode for all four tables.

SCORING: Firer must achieve at least 24 hits with a minimum score of 80 to qualify. The target hits are multiplied by the number inside the scoring rings to determine the score. No credit is given for rounds fired after the command Cease Fire. Shots that touch the next higher scoring ring are scored the next higher value.

| <u>RATING</u> | <u>STANDARD</u> |
|---------------|----------------------------------|
| Expert | 160-200 |
| Sharpshooter | 120-159 |
| Marksman | 80-119 |
| Unqualified | 79 or below or less than 24 hits |
| NBC Fire | GO/NO GO |
| Night Fire | GO/NO GO |

NBC FIRE:

Firers move to the base of the tower to have your weapon rodded and then move to your numbered stake, keeping your weapon up and down range and place your weapon down.

Is there anyone down range? (Repeat three times.)

Ready on the left? Ready on the right?

Firers only GAS! GAS! GAS! (Give firers time to mask and replace helmets)

Firers reach over and secure your weapon and 2 magazines.

(NOTE: one 15 and one 5 round magazine for M9; two 7 round magazines for M1911A1)

NBC fire, crouch position with magazine change. You will have (10 seconds per round plus 10 second magazine change) to engage your targets.

Lock and load one magazine*. (M9 firers load 5 round magazine first; M1911A1 firers load 6 round magazine first.) Load your second magazine without command.

Is the firing line ready on the left? The right? The firing line is ready.

Firers, commence firing.

Cease Fire, Cease Fire, Cease Fire (After correct time length.)

Are there any alibis? (Allow 10 seconds for each round not fired.)

Unload and clear all weapons. Place your weapon down when cleared by the AI.

Is the firing line clear on the left? On the right? The firing line is clear.

Firers only All Clear. (Allow firers time to unmask.)

Firers, proceed downrange with your scorer and check your target. Once you have finished face the tower.

Firers and scorers move back up range. Do not touch your weapon until told to do so by the tower.

Firers police up your brass and move to the base of the tower to have your weapon rodded.

*NOTE: M9 firers must place their weapons in the double-action mode.

SCORING: 7 target hits - GO; 6 or below NO GO

NIGHT FIRE:

Firers move to the bottom of the tower and have your weapon rodded. Proceed to your numbered stake keeping the weapon up and down range.

Safeties, once all your personnel are in position, turn your red light off.

Safety Officer, once all your red lights are off, you should turn on your green light.

Is there anyone down range? (Repeat three times.)

Firers secure (two 15 magazines for M9 or four 7 round and one 2 round magazines for M1911A1).

Night fire, crouch position with magazine changes. You will have (10 seconds for each round with 8 seconds for magazine change) to engage your targets.

Lock and load one magazine (M9 firers must place weapon in the double-action mode; M1911A1 must load 2 round magazine.)

Is the firing line ready on the left? The right? The firing line is ready.

Firers, commence firing.

Cease Fire, Cease Fire, Cease Fire (After correct time length.)

Are there any alibis? (Allow 10 seconds for each round not fired.)

Unload and clear all weapons. Place your weapon down when cleared by the AI.

Firers, proceed downrange with your scorer and check your target. Once you have finished face the tower.

Firers and scorers move back up range. Do not touch your weapon until told to do so by the tower.

Firers police up your brass and move to the base of the tower to have your weapon rodded.

SCORING: 5 target hits - GO; 4 or below - NO GO

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Annex 8
AMMUNITION REQUIREMENTS

8-1. M16A1/A2.

| <u>TASK</u> | <u>No. Rounds Ball</u> | <u>No. Rounds Tracer</u> |
|---------------|------------------------|--------------------------|
| Zero M16A1/A2 | 18 | 0 |
| Field Fire | 40 | 0 |
| Qualification | 40 | 0 |
| NBC Fire | 20 | 0 |
| Night Fire | 10 | 20 |
| TOTAL | 128 | 20 |

8-2. 9MM/M1911A1.

| <u>TASK</u> | <u>No. Rounds Ball</u> |
|---------------|------------------------|
| Qualification | 40 |
| NBC Fire | 30 |
| Night Fire | 20 |
| TOTAL | 90 |

Note 1: Ammunition requirements are per soldier.

Note 2: Trainers must plan for additional rounds for retraining and refires.
The number of rounds will depend on the skill level of the
unit/soldier.

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**RANGE CONTROL
FORT McCOY, WI**